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Create two 1/1 white Bird creature tokens with flying.
Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5 W

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

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⑤⑥

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White creatures you control get +2/+2 until end of turn.

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<div>Guardians' Pledge (1)(W)(W)</div> <div>Instant</div> <div>White creatures you control get +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Guardians' Pledge (1)(W)(W)</div> <div>Instant</div> <div>White creatures you control get +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Idyllic Grange</div> <div>Land -- Plains</div> <div> ({T}: Add {W}.) This land enters tapped unless you control three or more other Plains. When this land enters untapped, put a +1/+1 counter on target creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Idyllic Grange</div> <div>Land -- Plains</div> <div> ({T}: Add {W}.) This land enters tapped unless you control three or more other Plains. When this land enters untapped, put a +1/+1 counter on target creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Journey to Nowhere (1)(W)</div> <div>Enchantment</div> <div> When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kor Skyfisher (1)(W)</div> <div>Creature -- Kor Soldier</div> <div> Flying When this creature enters, return a permanent you control to its owner's hand. </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kor Skyfisher (1)(W)</div> <div>Creature -- Kor Soldier</div> <div> Flying When this creature enters, return a permanent you control to its owner's hand. </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kor Skyfisher (1)(W)</div> <div>Creature -- Kor Soldier</div> <div> Flying When this creature enters, return a permanent you control to its owner's hand. </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - BigStupid - Pauper (Pauper League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

① W

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

- - - BACK FACE - - -

Flying
Whenever another creature you control
leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a
graveyard from anywhere, exile it
instead.

1/1

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Whenever another creature you control enters, you gain 1 life.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

② ② W

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/3

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<div><div>Novice Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Novice Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Novice Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Novice Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Plains</div><div></div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Plains</div><div></div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Plains</div><div></div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Plains</div><div></div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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When this creature enters, it
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2/1

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- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
- * Destroy target enchantment.
- * Exile any number of target players' graveyards.

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<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Destroy Evil</div><div>ⓈⓈ</div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Destroy Evil</div><div>ⓈⓈ</div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Dust to Dust</div><div>ⓈⓈⓈ</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Dust to Dust</div><div>ⓈⓈⓈ</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

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<div> <div> Revoke Existence <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Exile target artifact or enchantment. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div> While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. <div>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div> While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. <div>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

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